

In The Claims:

- Subj*
- D*
1. (Twice Amended) A system for supporting electronic gaming, comprising:
an event server configured to manage a game service, said event server
providing a restricted access to said game service over an electronic
network; and
one or more user devices configured to communicate with said event server
over said electronic network by performing a wireless communications
procedure to thereby allow one or more system users to participate in
said electronic gaming, said one or more system users each utilizing a
respective one of said one or more user devices to perform a trading
transaction for negotiating a transfer of ownership rights of an electronic
certificate that relates to a prize from said electronic gaming, said
trading transaction being conducted directly between a source device
from said one or more user devices and a target device from said one or
more user devices.

Sub
21. (Twice Amended) A method for supporting electronic gaming, comprising
the steps of:

managing a game service by utilizing an event server that provides a restricted
access to said game service over an electronic network; and
communicating with said event server over said electronic network by
performing a wireless communications procedure with one or more user
devices to thereby allow one or more system users to participate in said
electronic gaming, said one or more system users each utilizing a
respective one of said one or more user devices to perform a trading
transaction for negotiating a transfer of ownership rights of an electronic
certificate that relates to a prize from said electronic gaming, said
trading transaction being conducted directly between a source device
from said one or more user devices and a target device from said one or
more user devices.

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